100

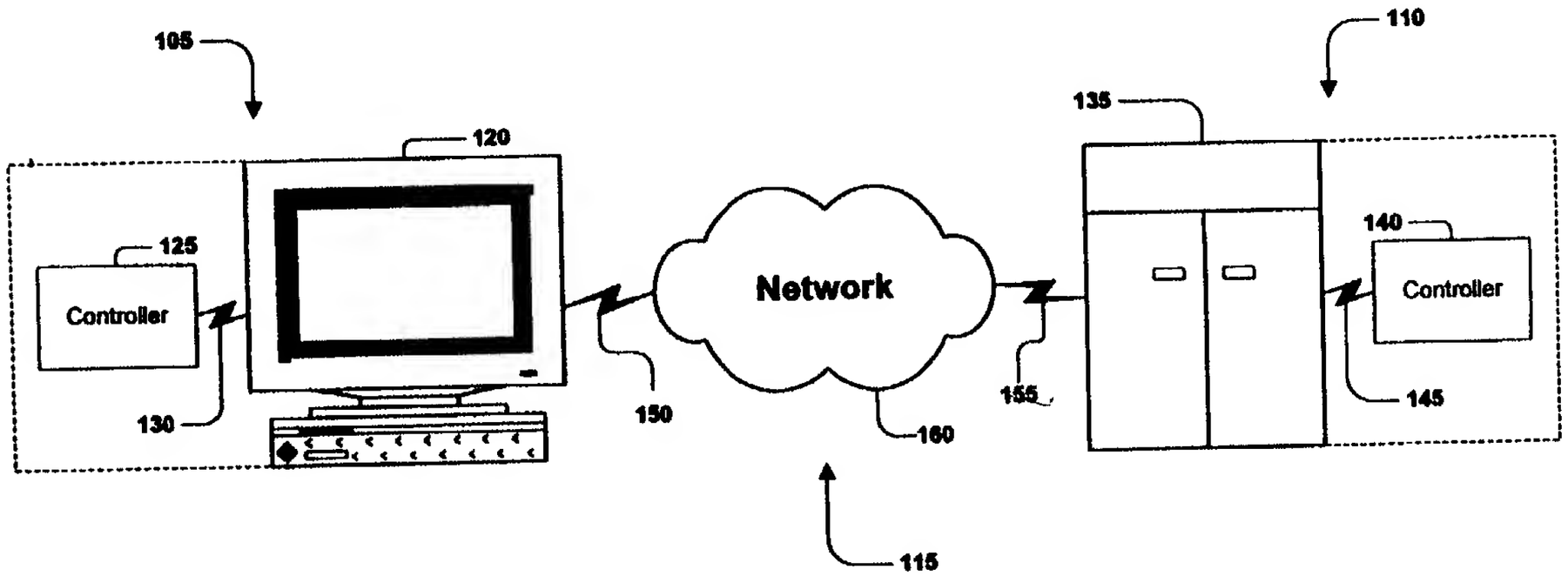

105
110
120
135
125
Controller
Network
140
Controller
130
150
160
155
145
115

Fig. 1

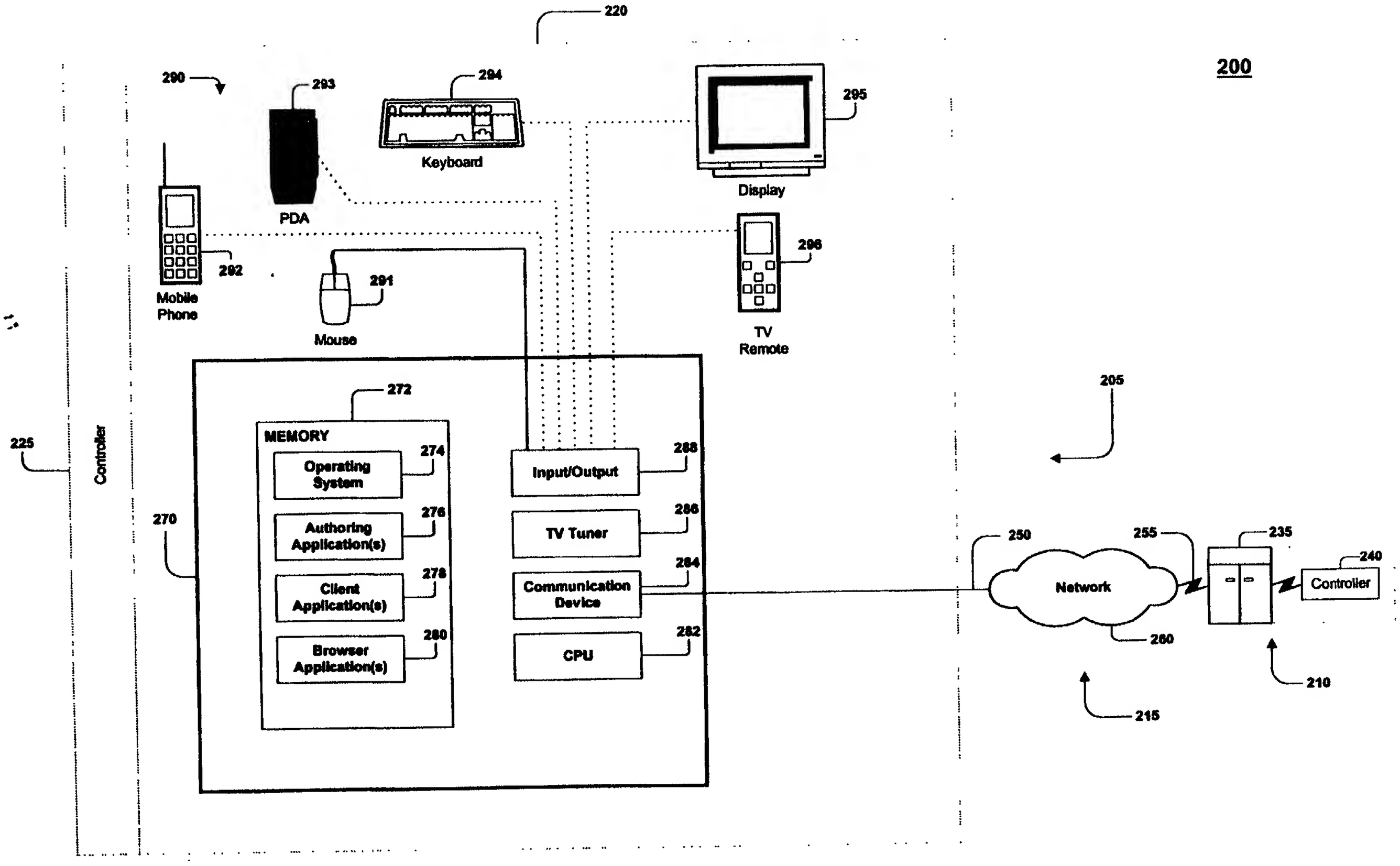

200
220
290
293
294
295
Keyboard
Display
PDA
292
Mobile Phone
291
Mouse
296
TV Remote
205
225
Controller
272
MEMORY
274
Operating System
288
Input/Output
270
276
Authoring Application(s)
286
TV Tuner
278
Client Application(s)
284
Communication Device
280
Browser Application(s)
282
CPU
250
255
235
240
Network
Controller
260
210
215

Fig. 2

300

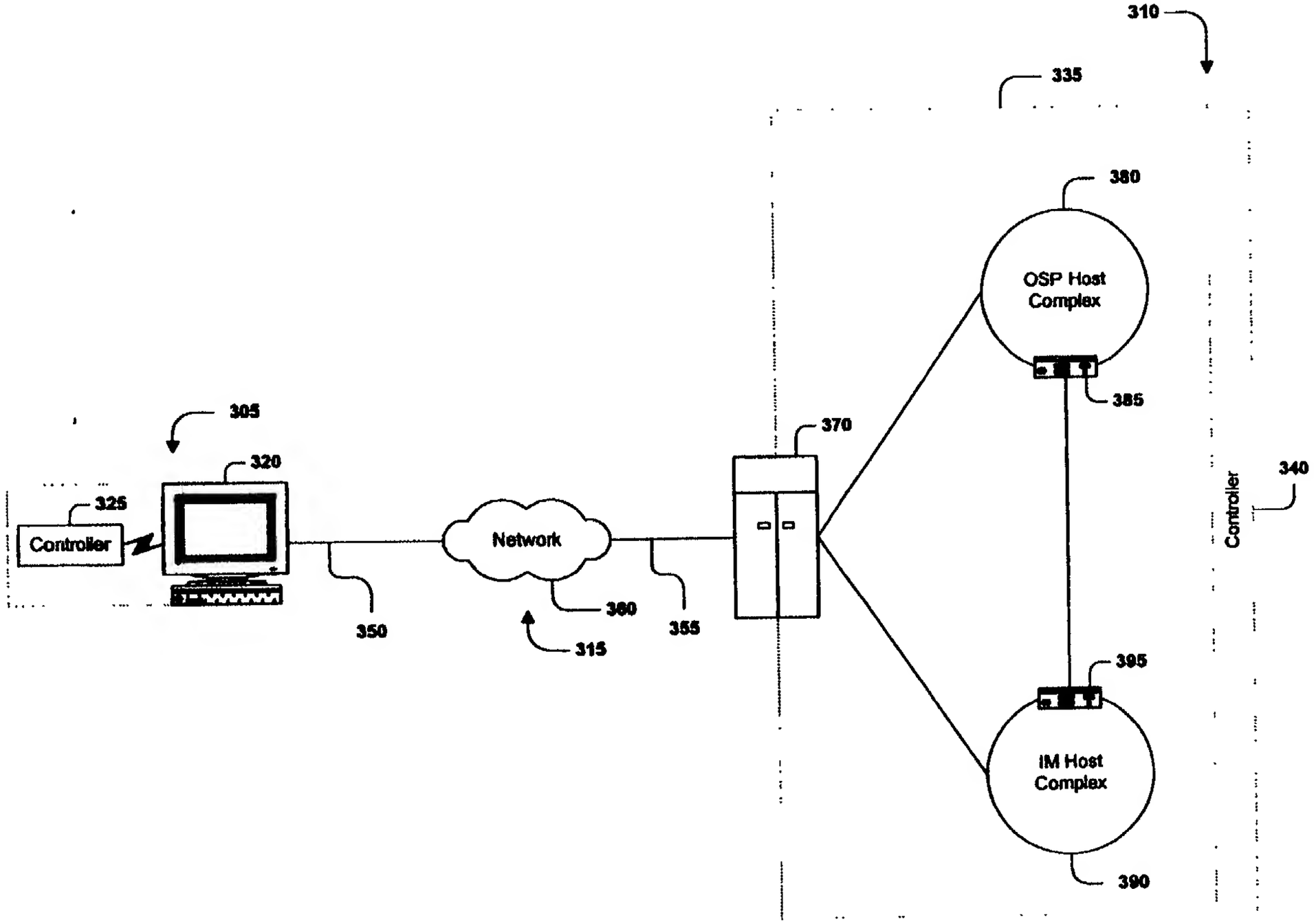

310
335
380
OSP Host Complex
385
370
340
Controller
305
320
325
Controller
Network
350
360
315
355
395
IM Host Complex
390

Fig. 3

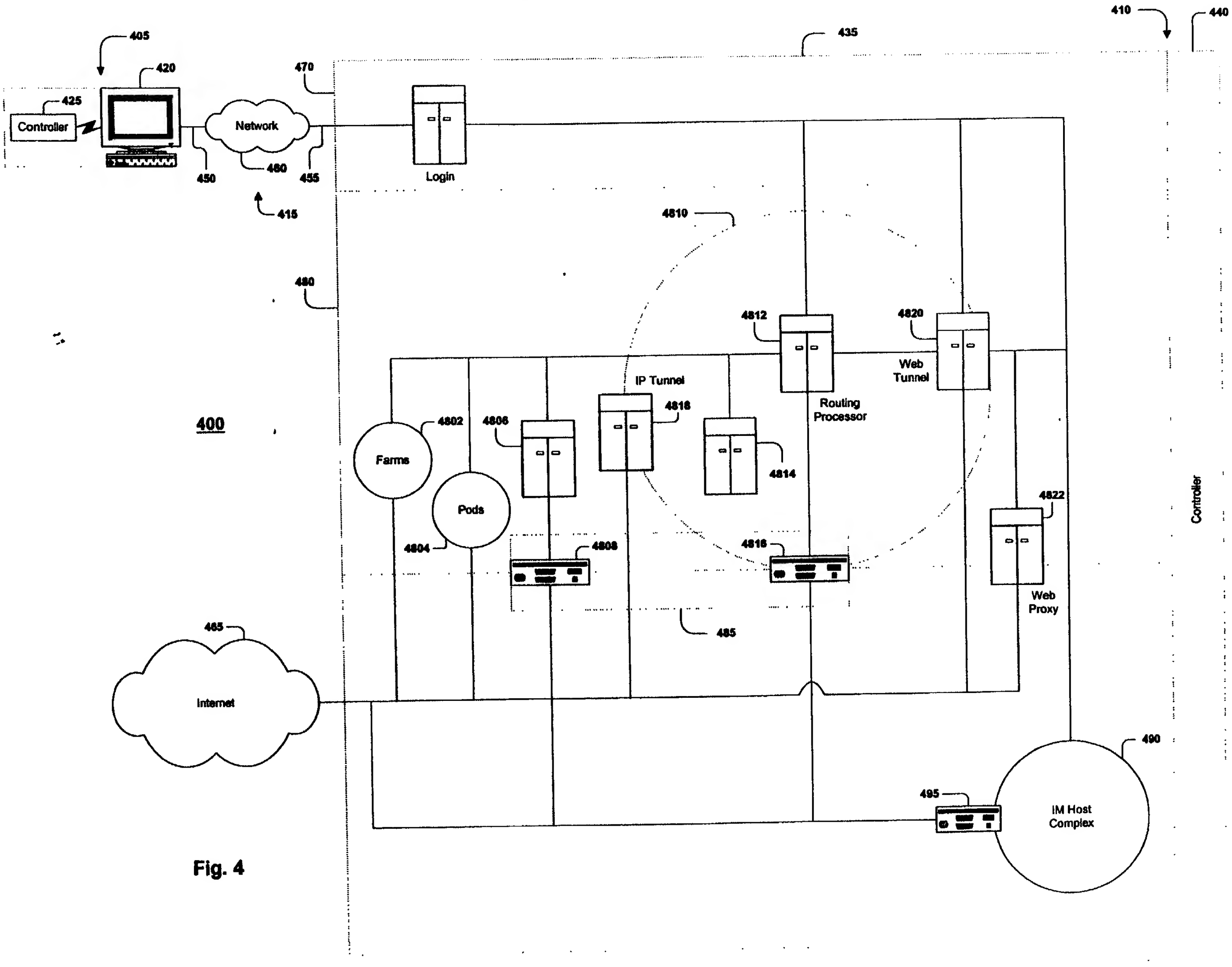

400
405
420
425
Controller
Network
450
460
455
470
Login
415
435
410
440
480
4810
4812
Routing Processor
4820
Web Tunnel
IP Tunnel
4818
4814
4802
Farms
4806
Pods
4804
4808
4816
4822
Web Proxy
485
465
Internet
490
495
IM Host Complex
Controller

Fig. 4

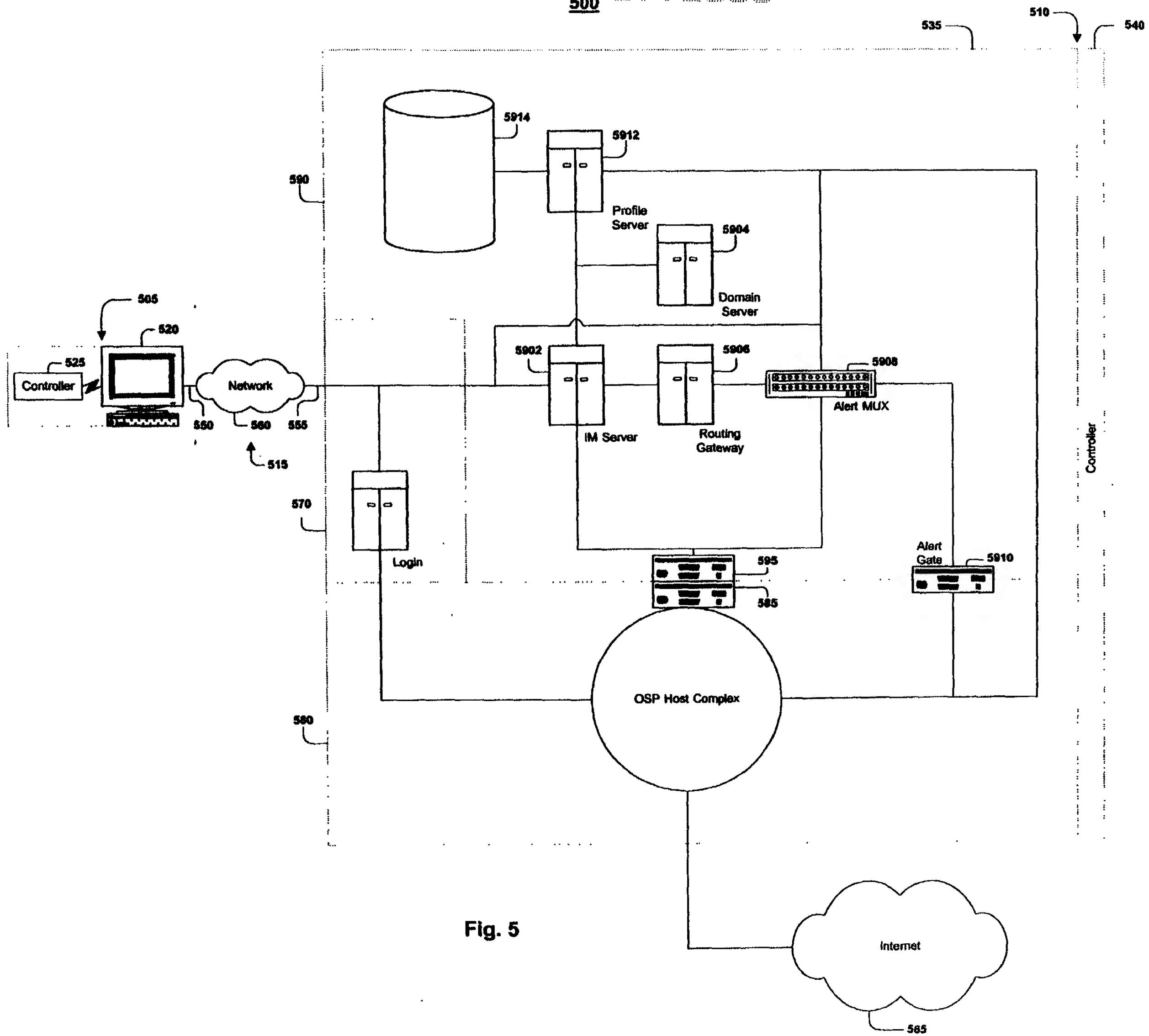

510
535
540
5914
5912
590
Profile Server
5904
Domain Server
505
520
525
Controller
Network
5902
5906
5908
Alert MUX
IM Server
Routing Gateway
550
560
555
515
570
Login
595
585
Alert Gate
5910
Controller
OSP Host Complex
580
Internet
565

Fig. 5

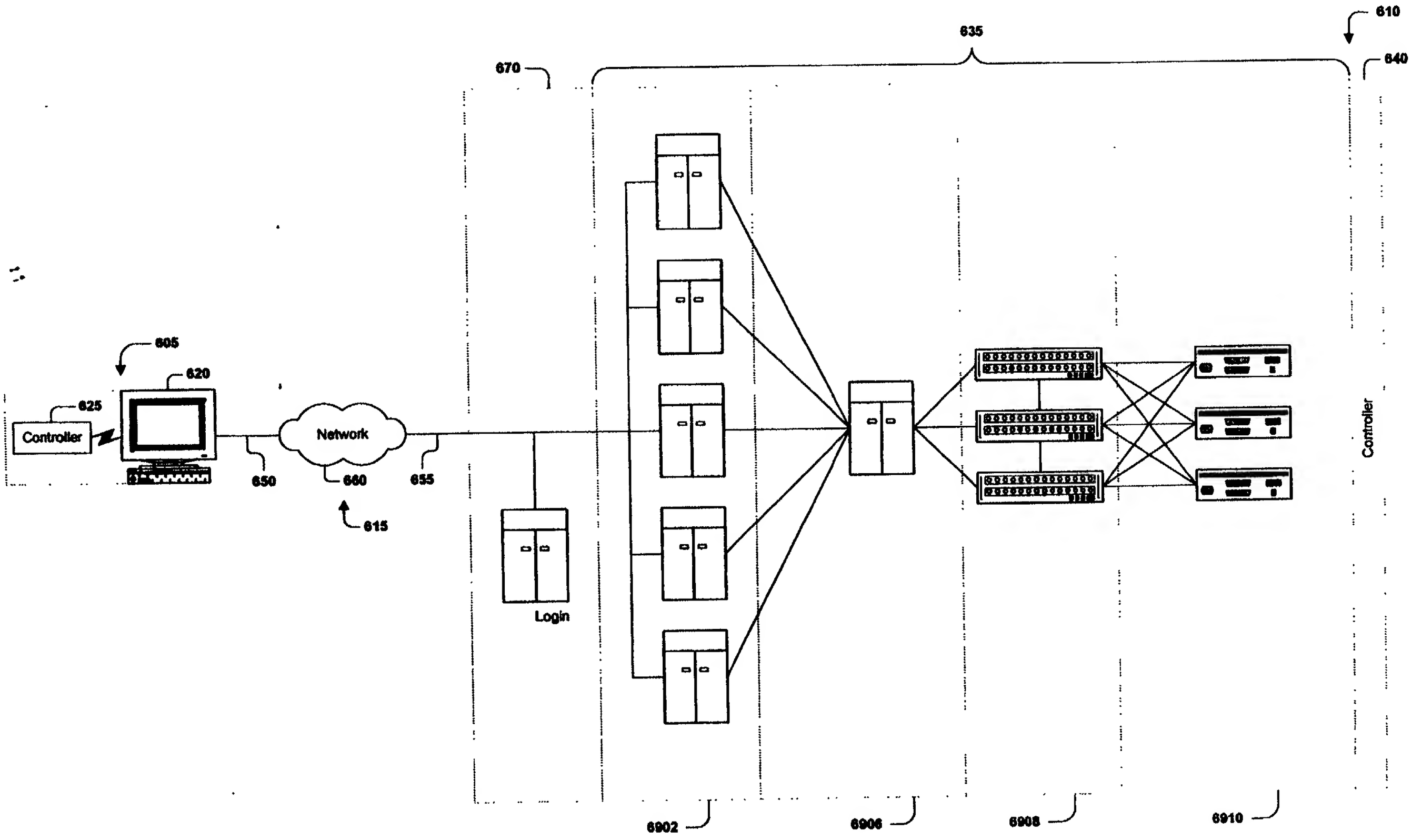

610
635
670
640
605
620
625
Controller
Network
650
660
655
615
Login
Controller
6902
6906
6908
6910

Fig. 6

FIG. 7

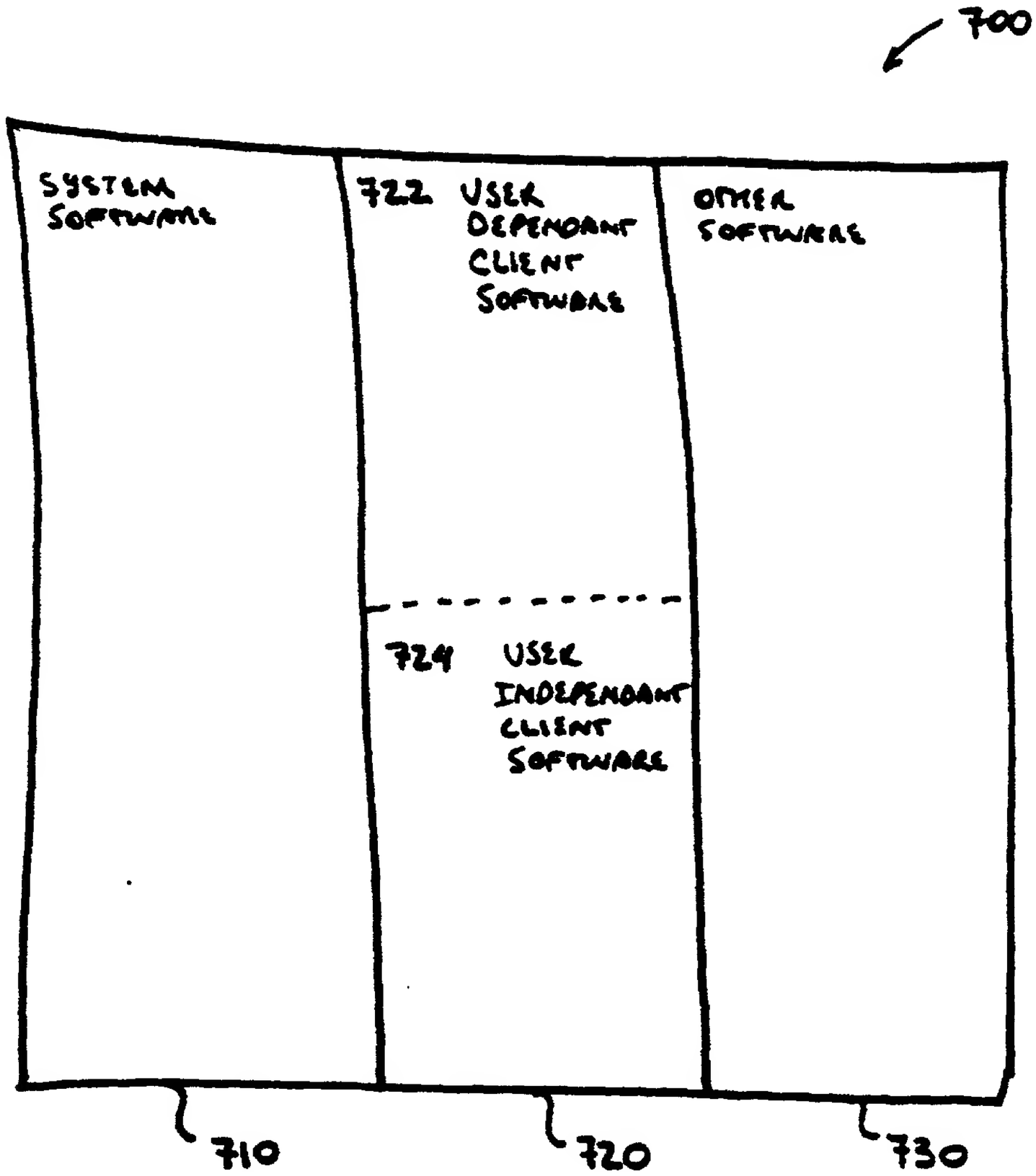

700
SYSTEM SOFTWARE
722 USER DEPENDANT CLIENT SOFTWARE
OTHER SOFTWARE
724 USER INDEPENDANT CLIENT SOFTWARE
710
720
730

FIG. 8

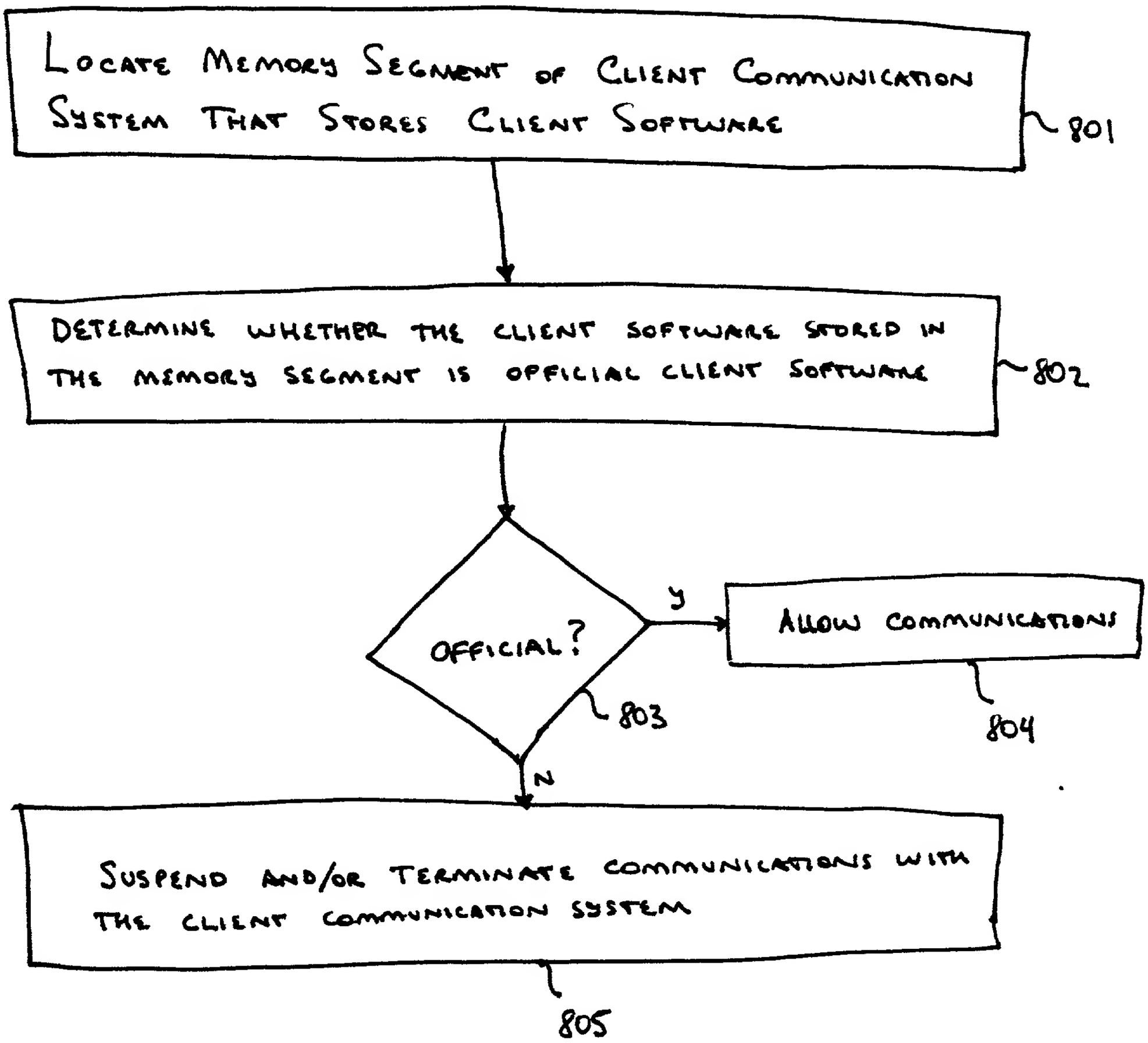
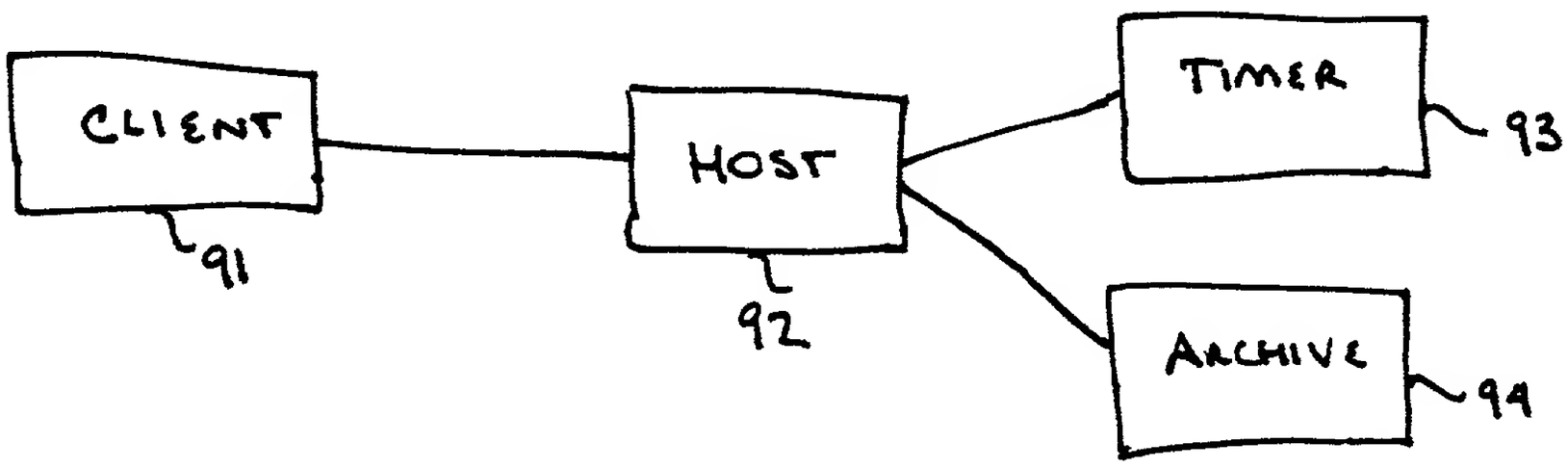
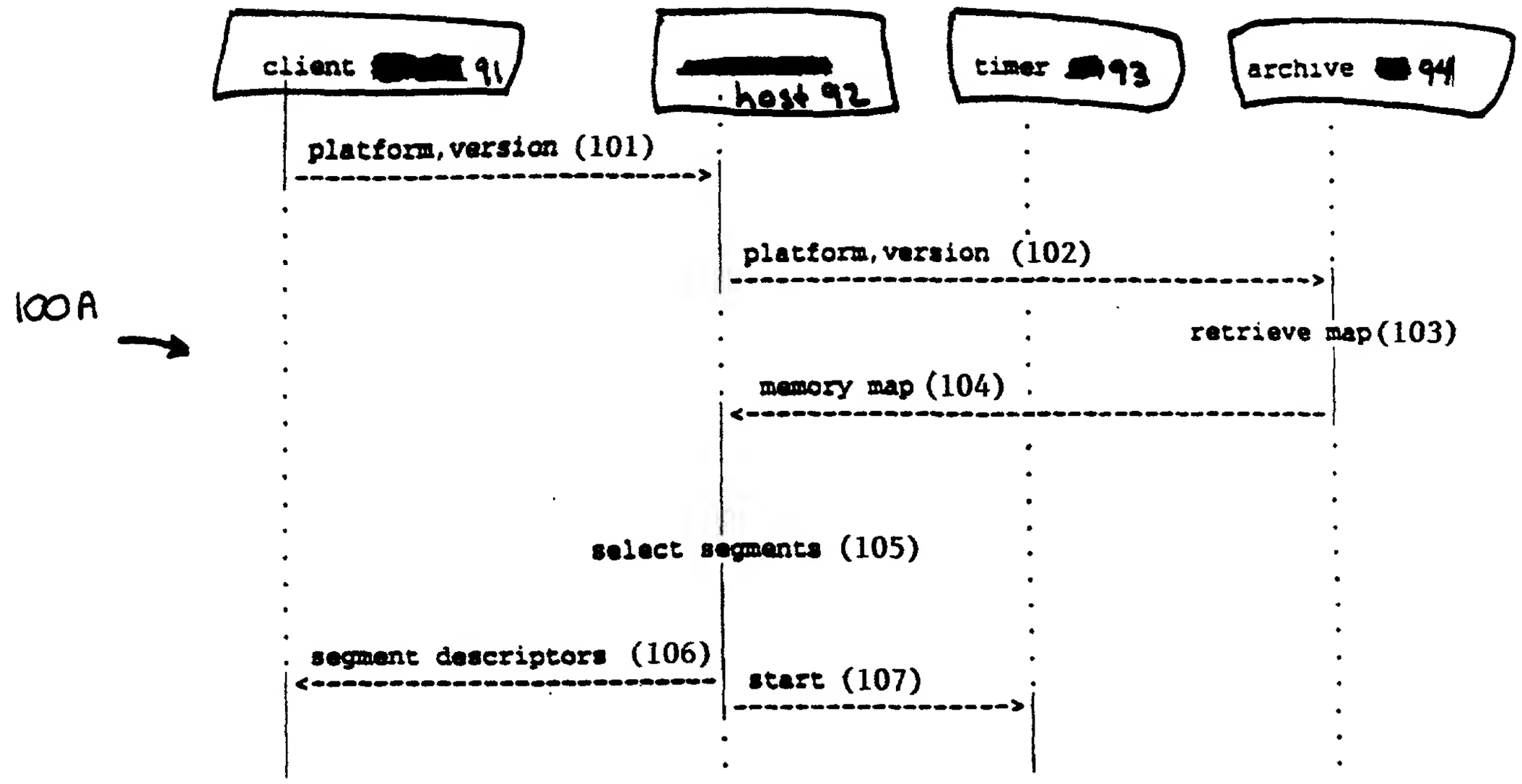

LOCATE MEMORY SEGMENT OF CLIENT COMMUNICATION SYSTEM THAT STORES CLIENT SOFTWARE
801
DETERMINE WHETHER THE CLIENT SOFTWARE STORED IN THE MEMORY SEGMENT IS OFFICIAL CLIENT SOFTWARE
802
OFFICIAL?
803
Y
ALLOW COMMUNICATIONS
804
N
SUSPEND AND/OR TERMINATE COMMUNICATIONS WITH THE CLIENT COMMUNICATION SYSTEM
805

FIG. 9





100A

FIGURE 10A-Initial Interactions Among Components

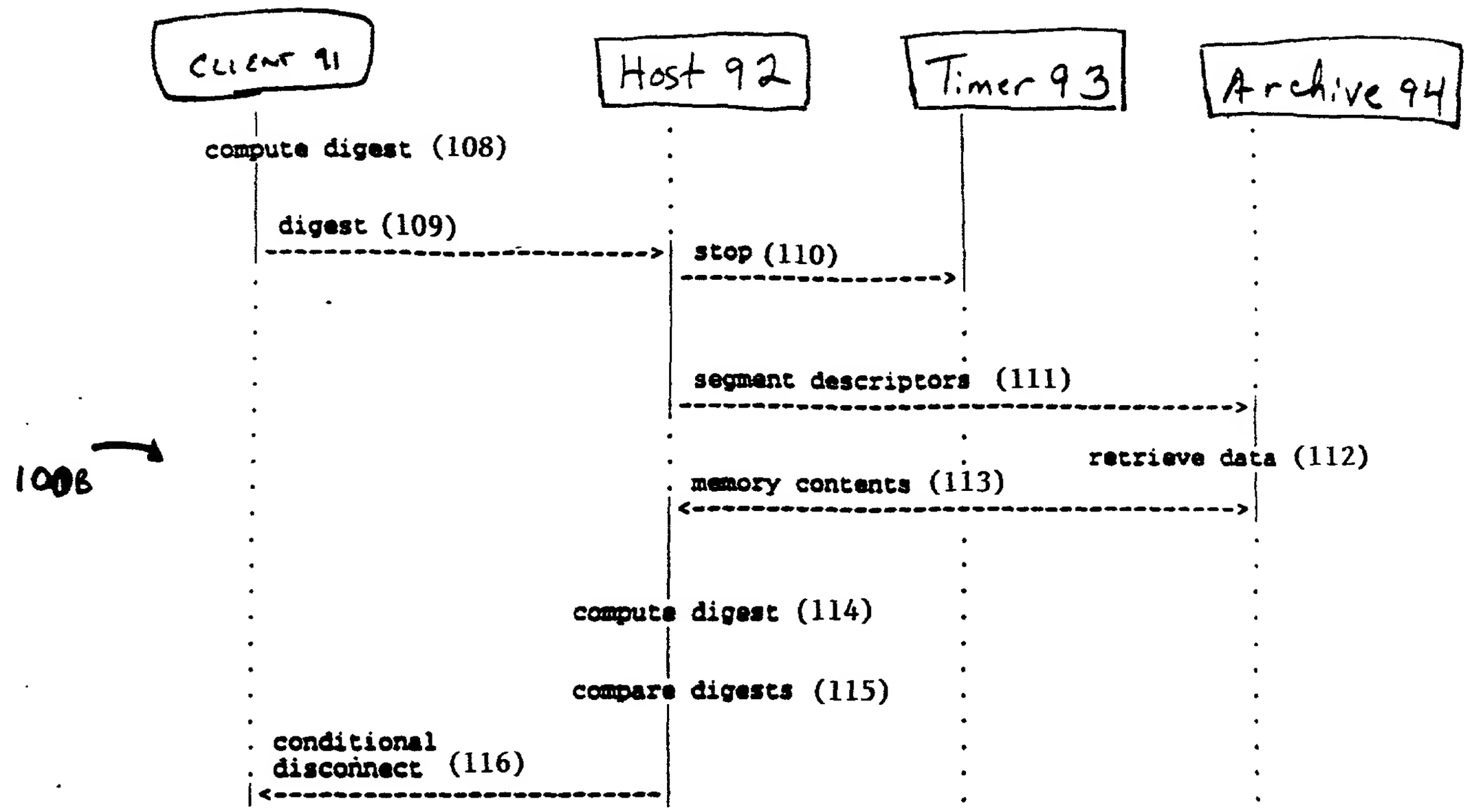


FIGURE 10B - Final Interaction when Client Responds

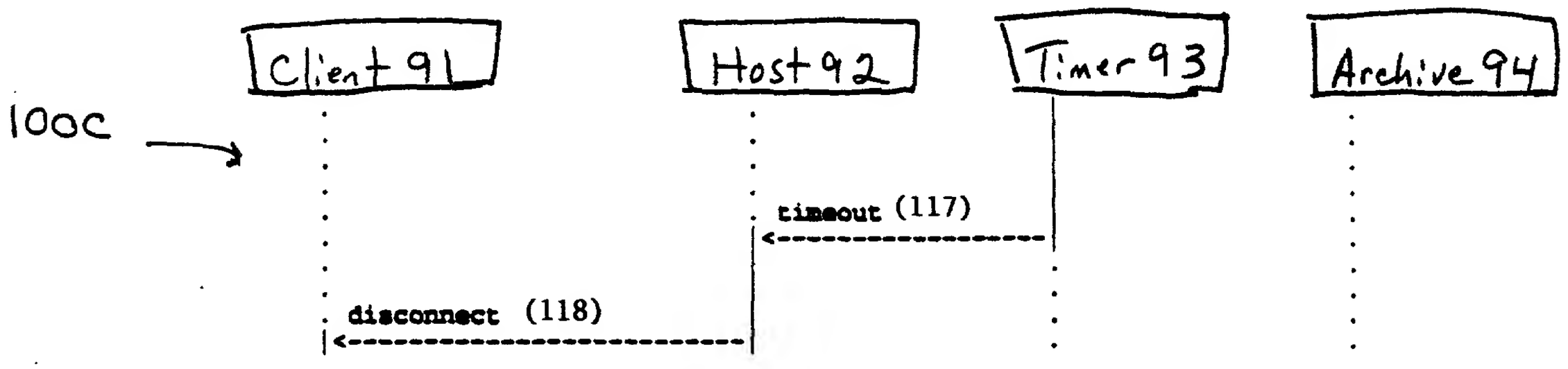


FIGURE 10C - Final Interaction when Client Fails to Respond